ReadySoft Presents an Epicenter Interactive Production

Don Bluth's

Space Ace®



ReadySoft

GAME MANUAL

Jaguar™ CD

SPACE ACE®

JAGUAR CD

OBJECT OF THE GAME

The evil Commander Borf is attacking Earth! With the help of his dreaded weapon, the Infanto Ray, Borf will reduce all of humankind to infants and take over the planet!

Only two people have the courage and strength to stop Borf and save Earth: the beautiful Kimberly and the heroic Ace. But as they approach Borf's stronghold, Ace is hit by the Infanto Ray, changing him into a weakling, and Kimberly is kidnapped by the evil madman!

Only you can guide Space Ace and his weak alter-ego Dexter, to rescue Kimberly and defeat Borf. But watch out! Many dangers and deadly beasts await as you travel throughout the galaxy chasing Borf from space station to planet and back again! Survive Borf's monsters, rescue Kimberly and finally confront Borf himself in deadly hand to hand combat before Earth is enslaved forever!



PLAYING SPACE ACE

You do not control all of Ace's actions, rather you control his reactions to the events that happen around him. As you watch the animation, you must decide in which direction Ace should move on the screen and when.

You must use your wit and reflexes to avoid the obstacles of each scene. Each scene will require many attempts to master. In general, flashing items will indicate the direction which you are required to move, or use of Ace's laser gun when necessary.

To finish a scene successfully, you must make a move or press the "B" button when Ace is in danger. Timing is very critical and often you may make the correct move but at the wrong time. Also, many scenes require more than one move. If you have trouble, watch the animation carefully and move Ace in the safest direction, or if no direction is safe, press the "B" button to use Ace's laser gun.

If you're sure you have made the correct move, make the move a little sooner or a little later. Don't be surprised if Ace doesn't move immediately after you have made a move. You must wait for the animation to finish, and if you made the correct move(s), you will continue onto the next scene. The game will end if you lose all of your lives or when you defeat Borf in the final confrontation.

In certain scenes you will have the option to "Energize". This allows you to transform from Dexter to Ace. Simply press the "FIRE" button to complete the scene as Ace. You will continue as Dexter if you don't press the button.

CONTROLS

The "B" button will begin the game and once the game has started, the "PAUSE" button can be used to pause the scene. Press "PAUSE" again to resume play from the beginning of that scene. Ace's laser gun or "FIRE" is controlled by either the "A", "B" or "C" button on your control pad. The directions you will need are UP (top button), DOWN (bottom button), LEFT (left side button) and RIGHT (right side button) on your directional pad.

STARTING THE GAME

After the CD has been inserted, the "Space Ace" demo mode will automatically begin. If you press "1" on the controller while the demo is playing, you will be able to preview the "BrainDead 13" demo. Similarly, press "2" to preview "Dragon's Lair II: Time Warp". To start playing the game, simply press the "B" button on the controller. You will know the game has started when you see Kimberly and Ace standing on a cliff. The rock crumbles beneath Kimberly's feet and she begins to plummet until suddenly, she is whisked away by a tractor beam into the spaceship of the evil Commander Borf!

PLAYING SCENE ONE

Borf will appear from his space station flying on an anti-gravity platform. He will fire his laser gun at the rocks around young Ace. Just before the third laser shot, move RIGHT and Dexter will jump behind the large rock on the right side of the screen. Borf will fire again hitting the top of the rock. Dexter will jump from behind the rock to the center of the screen. Borf will follow and continue firing. Before Borf can shoot, Dexter must jump RIGHT behind the rock again.



SPACE ACE®



HINTS

Note: Your movements may vary depending on whether you are playing as Dexter or as Ace.

KIM IS KIDNAPPED

Dexter must head towards the ship while avoiding the flying droids. When you get to the dirt bashers, wait until the arms have come up before jumping over the holes.

An energized Ace must blast the flying droids while jumping from the crumbling cliffs.

THE BLACK SPHERES

Dexter must navigate the ship through the corridors. When a green sphere appears, blast it!

DODGING THE BEAMS

Dexter must avoid all light beams within the corridors.

Energized Ace must not only avoid the light beams, but watch for the guards as well!

THE PLATFORMS

Dexter must avoid the red light and run through the diamond shaped door. He must energize or jump into the tunnel. Avoid the laser beams by jumping onto the moving platforms.

An energized Ace must shoot the first turret and then jump to the moving platform. Avoid the next blast and destroy all the remaining turrets as you leap from the deteriorating platforms.

THE DOGS AND ROBOTS

Dexter must avoid the alien dogs and laser blasts by dodging them while running towards the ship.

Ace must blast the enemies while avoiding the lasers. Don't be afraid to run when necessary!

THE JUNK PLANET

A frantic Dexter must avoid the trash compactors by leaping onto the different trash heaps. Once a dead end nears, blast your way out!

Ace must contend with villainous monsters while staying one step ahead of the compactor.

THE DOG FIGHT

Enter and navigate the tunnels to avoid being shot. Blast enemy ships when they're in your crosshairs.

THE CHECKERED TUNNEL

Dexter must duck into the side passages to avoid being shot. If there is no escape in sight, shoot!

As Ace, you must decide whether to blast your enemies or to run. If firing doesn't work, try a well timed escape into one of the side passages.

THE YELLOW PLANET



For Dexter, running away from the various creatures is usually the best way to safety, but if there's no way to run, then shoot!

In your search for a way out, Ace must blast the yellow monster if it steps in your path.

THE DARK SIDE

Dexter and Ace must tangle with their alter egos. This is one battle you're not going to win by force! Just avoid being devoured and dodge the blasts!

THE MOTORCYCLE CHASE

For Dexter and Ace you must get Kimberly back to safety. Avoid the big boys and blast anything else that happens to get in your way!

THE ROLLER SKATES

As both Dexter and Ace there is only one way to safety. Watch the turns and be careful of holes!

THE GIANT EELS

Ace must grab onto the water jets and then beware! Blast the big boys and search for the way out. If you run out of air, fear not, for help is nearby!

THE FINAL CONFRONTATION

Dexter must blast his way towards the kidnapped Kimberly. Ace must defeat the evil Commander Borf at hand to hand combat as he protects Kimberly from further harm. Once Kimberly is safe, Ace and Borf must battle it out in this, the final confrontation. Remember to avoid the dreaded Infanto Ray!



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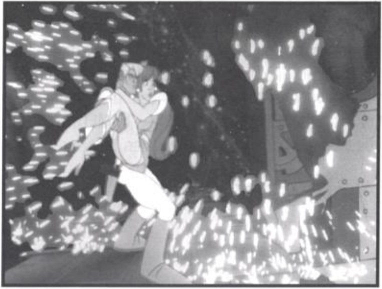
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